

III. AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior listings of the claims.

1. (Currently amended) A method of automatically customizing a user interface, the method comprising:

identifying a user of the user interface, wherein the identifying includes prompting the user to provide a user name and a password;

displaying an object within the user interface; and

displaying a plurality of shortcuts for the object,

wherein at least one shortcut of the plurality of shortcuts comprises a control for managing the object in an application, and

wherein the plurality of shortcuts is automatically adjusted based on the application that manages the object, the identity of the user, and a history of object operations performed by the user to manage the object, ~~wherein at least one shortcut of the plurality of shortcuts comprises a control for managing data in an application.~~

2. (Previously Presented) The method of claim 1, wherein the plurality of shortcuts comprises one of: a hyperlink, a button, an icon, a toolbar control, and a menu item.

3. (Original) The method of claim 1, wherein the object comprises one of: a data file and a set of related data within a data file.

4. (Original) The method of claim 1, further comprising recording object operations that are performed by the user on the object to create the history of object operations.

5. (Original) The method of claim 4, wherein the displaying step includes:

calculating a frequency that each object operation was selected by the user using the history of object operations;

determining a particular object operation having the highest frequency for the user; and

displaying the shortcut for the determined object operation.

6. (Canceled)

7. (Previously Presented) The method of claim 1, wherein the object has one of a plurality of object states, and wherein the displayed shortcuts are further based on the object state.

8. (Previously Presented) The method of claim 1, wherein the user has a user attribute, and wherein the displayed shortcuts are further based on a history of object operations selected by a set of users having the user attribute.

9. (Previously Presented) The method of claim 1, wherein the object has an object attribute, and wherein the displayed shortcuts are further based on a history of object operations selected for a set of objects having the object attribute.

10. (Previously Presented) The method of claim 1, further comprising reserving a portion of a display area of the user interface for displaying the shortcuts, wherein the shortcuts are displayed in the reserved portion.

11. (Currently amended) A method of automatically customizing a user interface, the method comprising:

identifying a user of the user interface, wherein the identifying includes prompting the user to provide a user name and a password;

displaying an object within the user interface, wherein the object has an object attribute;
recording object operations that are performed by the user on the object to manage the object in a history of object operations; and

displaying a plurality of shortcuts for the object,

wherein at least one shortcut of the plurality of shortcuts comprises a control for managing the object in an application, and

wherein the plurality of shortcuts is automatically adjusted based on the application that manages the object, the identity of the user, the object attribute, and the history of object operations, ~~wherein at least one shortcut of the plurality of shortcuts comprises a control for managing data in an application.~~

12. (Canceled)

13. (Currently amended) The method of claim ~~12~~ 11, further comprising:

reserving a portion of a display area of the user interface for displaying the shortcuts,
wherein the shortcuts are displayed in the reserved portion.

14. (Currently amended) A system for automatically customizing a user interface, the system comprising:

an identification system for identifying a user of the user interface, wherein the identifying includes prompting the user to provide a user name and a password;

a display system for displaying an object in the user interface;

a recording system for recording object operations that are selected by the user, wherein the object operations manage the object; and

a customization system for displaying a plurality of shortcuts for an object operation,

wherein at least one shortcut of the plurality of shortcuts comprises a control for managing data in an application, and

wherein the plurality of shortcuts is automatically adjusted based on the application that manages the object, the identity of the user, the recorded object operations, and the object, ~~wherein at least one shortcut of the plurality of shortcuts comprises a control for managing data in an application.~~

15. (Original) The system of claim 14, further comprising an application for managing the object and the user interface.

16. (Canceled)

17. (Previously Presented) The system of claim 14, wherein the object has one of a plurality of object states, and wherein the displayed shortcuts are further based on the object state.

18. (Previously Presented) The system of claim 14, wherein the user has a user attribute, and wherein the displayed shortcuts are further based on the recorded object operations selected by a set of users having the user attribute.

19. (Previously Presented) The system of claim 14, wherein the object has an object attribute, and wherein the displayed shortcuts are further based on the recorded object operations selected for a set of objects having the object attribute.

20. (Currently amended) A computer-readable medium storing computer instructions, which when executed, enables a computer system to generate an automatically customized user interface, the computer instructions comprising:

identifying a user of the user interface, wherein the identifying includes prompting the user to provide a user name and a password;

displaying an object in the user interface;

recording object operations that are selected by the user, wherein the object operations manage the object; and

displaying a plurality of shortcuts for an object operation,

wherein at least one shortcut of the plurality of shortcuts comprises a control for managing the object in an application, and

wherein the plurality of shortcuts is automatically adjusted based on the application that manages the object, the recorded object operations, and the identity of the user, ~~wherein at least one shortcut of the plurality of shortcuts comprises a control for managing data in an application.~~

21. (Previously presented) The computer-readable medium storing computer instructions of claim 20, further comprising instructions for managing the object and the user interface.

22. (Canceled)

23. (Previously presented) The computer-readable medium storing computer instructions of claim 20, wherein the object has one of a plurality of object states, and wherein the displayed shortcuts are further based on the object state.

24. (Previously presented) The computer-readable medium storing computer instructions of claim 20, wherein the user has a user attribute, and wherein the displayed shortcuts are further based on the recorded object operations selected by a set of users having the user attribute.

25. (Previously presented) The computer-readable medium storing computer instructions of claim 20, wherein the object has an object attribute, and wherein the displayed shortcuts are further based on the recorded object operations selected for a set of objects having the object attribute.